

URD1-08

MIRED IN GOSFERD

A One-Round D&D LIVING GREYHAWK[®]
Duchy of Urnst Regional Adventure

Version 1

by Russ Taylor

Harsh weather has closed the road to Leukish, stranding you in the village of Gosferd. While it's hard to imagine a more boring place to spend a few days, perhaps what began as ill fortune can be turned to your advantage. An adventure for characters level 1-6.

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This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

- 1.No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
- 2.Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
- 3.Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, a character sheet, and a LIVING GREYHAWK log sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

DETERMINING AVERAGE PARTY LEVEL (APL)

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

- 1) Determine the character level for each PC participating in the adventure.
- 2) If PCs bring animals that have been trained for combat (most likely war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e., animal companions, familiars, paladin's mounts, etc.) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

- 3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure—round up.
- 4) If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the

APL that this adventure is played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozen are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

If you are using a 591 CY adventure (campaign year 1) that uses the old Tiers, assume that the Tier multiplied by 2 is the APL suitable for that encounter.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

LIFESTYLE

At the beginning of every scenario, each PC is required to pay upkeep costs matching the level of lifestyle they wish to maintain. The lifestyles, and the effects that each has on play, are:

Destitute: You have no living space, and must carry all your gear everywhere. You eat poor quality food. You wear a peasant outfit, your only change of clothes.

Wild: You are living the wild as a nomad, or perhaps in a cave. You hunt and gather your own food, and your clothes consist of furs, leathers, or hand-woven garments. At times, food is scarce and you must go hungry.

You must pass a Wilderness Lore skill check (DC 16) to survive with this lifestyle, if you fail you are **destitute** instead. You may take 10 on this check.

Poor: You sleep in poor accommodations, and eat poor quality food. You wear a peasant outfit, and have two sets of clothing.

Rough: You live in the wilderness, either roaming a specific territory or living in a crude shack or tent. Your meals come from hunting and foraging, possibly supplemented by a few crops or herded animals. You barter for equipment and trade for coins when possible. You wear peasant clothing, leather, furs, or hand-woven garments.

You must pass a Wilderness Lore skill check (DC 14) to survive with this lifestyle, if you fail you are **poor** instead. You may take 10 on this check.

Common: You have common lodgings, and eat common quality food. You have normal clothing for your profession (adventuring); nothing fancy. You probably have two or three sets of clothing.

High: You stay in good quality lodgings, and eat good quality food. You wear anything in value up to courtier's outfits, and generally buy a new set of clothing every two weeks.

Luxury: You have luxurious accommodations (twice the cost of good accommodations), and you eat excellent foods. You can throw a banquet for your friends every day, and frequently do. You wear clothing up to the value of noble's outfit, and buy a new set of clothes every week.

Lifestyles come with bonuses or penalties to Diplomacy, Intimidate, Disguise, and Bluff skill checks. These penalties, shown below, should be applied at the DM's discretion, and can sometimes backfire—for example, a PC with a poor lifestyle would not have a penalty when talking to a beggar, but would when talking to a city official. A PC with a high lifestyle should have a penalty when dealing with a group of street thugs, where a PC with a destitute lifestyle might not.

DMs are encouraged to role-play these reactions whenever possible.

Lifestyle Cost	Skill Modifier	
Destitute	14 sp	-2
Wild	14 sp	-2*
Poor	43 sp	-1
Rough	43 sp	-1**
Common	12 gp	0
High	250 gp	+1
Luxury	500 gp	+2

* Reduced to -1 in rural interactions

** No penalty in rural interactions

Gosferd is considered a rural setting, but Ducal guards and other professional soldiers react as urban residents.

ADVENTURE SUMMARY AND BACKGROUND

Gosferd is a minor village of 800 hardy souls, located on the trade route between Leukish (capital of Urnst) and Nellix (in the eastern Duchy). Much of the trade to and from Nyrond passes through this village, making it mildly prosperous. The adventurers are traveling together through the region, and become stranded for a day while the road north (towards Leukish) is being worked on. The adventure concerns the events, both mundane and exceptional, that befall them in Gosferd.

In the first encounter, the adventurers are offered employment unloading a merchant's goods, or optionally helping his injured wagonhand. From here, a halfling rapsallion attempts to enlist their assistance in his vendetta against a local merchant. The events with the merchant will likely bring the characters to the attention of the head of the local watch, who seek their aid in saving a farmer's family from a kobold raiding party.

🏰Gosferd (village): Conventional; AL LG; 250 gp limit; Assets 10,000 gp; Population 800; Mixed (human (Suel) 84% halfling 11%, elf 2%, gnome 2%, other 1%).

Authority Figures: Cifert, head of the watch, male human (Suel) Com1/War2.

Gosferd is located a few day's travel (on foot) north of Nellix, on the trade road leading to Leukish city. It is generally a friendly village, and prosperous for one of its size. There are numerous small farms and livestock herds near the village; these farmers do not count towards its population.

Gosferd is administered by Lord Dyvas Panothol of House Panothol (a cadet house of House Pontirun), but he rarely bothers with such minor holdings. His name is pronounced Dah-VIE-ass, with the first two syllables blurred together. Cifert, the village cooper and head of the local watch, handles the town affairs for the most part. The other villagers are more than happy to let him shoulder these responsibilities. Cifert's accomplishments in Gosferd include the construction of the town jail and the organization of the town militia.

ENCOUNTER 1: A MERCHANT IN NEED

Upon their return to the village, a corpulent merchant accosts the party, asking for their help in unloading his wagon. His wagon hand was injured in an ambush the night before. They may aid or ignore him, as they please.

ENCOUNTER 2: A THIEF IN FLIGHT

While they are occupied in a town (possibly unloading the wagon, above), a fleeing halfling, Thispin, runs into a

party member. He is being chased by a shopkeeper, and pleads for their assistance. The party may either help the halfling, help Pendel the shopkeeper guard his shop from Thispin and his brothers, or choose to not get involved. Pendel's shop is also guarded by his dog, and the local watch may well get involved.

ENCOUNTER THREE: THIEF BY NIGHT

If the party chose to get involved in Encounter Two, they have a chance to intervene in a burglary late at night. They can either aid the halfling in raiding Pendel's store, or help guard the store from Thispin and his brothers.

ENCOUNTER 4: THE LOCAL LAW

During Encounter Three, the party may have gotten arrested, or asked to stop in by the local law the next day. Depending on circumstance, they have a chance to escape from jail, talk themselves out of prison, or make a good impression on Cifert the Cooper, head of the local watch.

ENCOUNTER 5: TROUBLE AT THE FARM

This encounter is a lead-in into the conclusion of the module. A nearby farm is under siege by kobolds, and the party's help is needed. If they were arrested, their assistance may buy them out of jail, otherwise they are asked for their help directly. This may happen during a discussion with Cifert at the town jail, or as a chance encounter with a terrified farmer on the outskirts of town.

ENCOUNTER 6: THE BARN IN FLAMES

Upon approaching the farm, the heroes see a burning barn surrounded by cavorting kobolds (including their war leader). Two members of the farmer's family are trapped inside, with a third already dead. Quick action should save the day, as the kobolds are not expecting an attack

ENCOUNTER 7: A HOUSE UNDER SIEGE

The situation at the farmhouse is much more dire. Groups of kobolds are both inside and outside the house, and will likely spy intruders. The remainder of the family is hiding in the basement, with the kobold's shaman leader searching for them. With reasonable planning, the kobolds can be overcome, and the family rescued.

CONCLUSIONS:

The town watch will arrive to drive off any kobolds that survived, but they will be too late to save the farmer's family if the heroes were unable to. Success earns the adventurers a good reputation in the area, and clears their name of any minor crimes they may have committed. The roadwork is finished late in the day of the trouble at the farm, allowing the heroes to journey on to Leukish.

INTRODUCTION: STUCK IN GOSFERD

In the company of merchants, wanderers, and other scoundrels, you have been journeying the long road north from Nellix towards Leukish, the glorious capital of the Duchy Urnst. For the past two days, the rain has been seemingly endless. The clouds finally broke a few hours before dawn, though you couldn't tell it from the condition of the road. It is now midday, and you are leaving the outskirts of another of the countless villages peppering eastern Urnst. The horses and wagons ahead of you have pulled to a stop, where you can see a vigorous argument taking place between the merchants and what look to be the Duke's men.

If the adventurers choose to investigate, they find that the way north is blocked. The stream alongside the road has overflowed, leaving the road hopelessly mired. Several wagons have already gotten stuck trying to cross, and a pair of the Duke's soldiers has now closed the road until repairs can be completed.

If asked, the soldiers advise the adventurers to seek lodging for the day in Gosferd, as a labor crew is already hard at work shoring up the road. If any of the characters volunteer their assistance, it is politely declined. "We have the situation well under control."

☛ **Tomel and Germond, soldiers:** CR ½; hp 7 (each).

Development: If the party chooses to stay in and seek lodgings, move on to Encounter 1: A Merchant in Need. If they instead choose to travel on and bypass the road (this should be subtly discouraged), or if they leave Gosferd early by any other means, skip ahead to Encounter 5: Trouble at the Farm.

Encounter 1: A MERCHANT IN NEED

As you make your way back into Gosferd, a rather corpulent merchant accosts you, begging a moment of your time.

"I be Goedert, trapped by this accursed weather just like yourselves. I dislike troubling you, but I thought perhaps you might be interested in making a quick coin. You see, I've just sold some of goods to the traveler's hostelry, and I would like to pay for your assistance in transferring the merchandise. My worthless lout of a wagonhand got himself shot, and as you can see I'm no strapping young sort like yourselves."

Goedert (male human [Suel] Com2; hp 5; Appraise +7, Sense Motive +2) begins by offering the characters a silver coin apiece for their labors. If they reject this offer (rather likely), he grumbles and raises the stakes to two silver coins apiece – if they complete the job before he "returns from yon tavern" (said while gesturing vaguely towards the Twisted Goat, a ramshackle establishment across the street from the hostelry). If they turn him

down again, he shrugs his broad shoulders, and casts about for other takers.

If the players accept, they can begin the sweaty work of moving sacks of grain, sealed boxes, and jars of oil and wine into the storeroom at the hostelry. The goods they are supposed to move have been marked with a charcoal "X". It looks to be about a half-hour's work, less if the party is quick about it.

Particularly conscientious adventurers might want to take a look at Laert (male human [Suel] Com1; hp 2 (currently 0); Handle Animal +4), Goedert's wagonhand. A crossbow shot Laert the previous evening, while relieving himself off the road. He managed to stagger back to the wagon, but has been of no use since. Even if healed, he claims to be far too ill to complete his tasks.

A careful examination (Heal check DC 15) reveals that Laert has been partaking of Goedert's supply of spirits on the sly, and has been "taken ill" by the aftereffects thereof. A herbalist may be able to ease the symptoms enough (Profession check DC 18) enough for Laert to unload the wagon, application of a *lesser restoration* spell will also suffice. If his hangover is attended to and he receives at least 1 point of magical healing, Laert will be able to perform his job. Goedert will pay the healer responsible 1 gp for this favor, though it'll still take a fair bit of bullying and threats of a switching to get Laert out of his sick bed.

Laert did not see his assailant, but Goedert still has the crossbow bolt he pulled out of Laert's arm. The bolt is crudely made; a Knowledge (geography) check at DC 25 can identify it as of kobold make. More specific Knowledge (such as humanoid, Gnatmarsh, or weapons related) checks may be made at DC 20.

The wagon can be easily unloaded in 30 minutes, but it takes hard work (no die rolls needed) to finish before Goedert gets back from the tavern. If the job is completed, Goedert pays them as promised, giving them the extra coin (if offered) only if they finished before his return. Note that the encounter with Thispin happens about five minutes before his return, and may distract the party from their task.

Should the adventurers get distracted and finish late (or not at all), they are given a righteous cussing out by Goedert. He then throws 3 sp on the ground and spits and storms off, proclaiming "You're lucky to get that much".

Treasure: 1 to 2 sp each for successfully unloading the wagon (2 sp if he promised extra for fast unloading, and the party delivered), 3 sp total if the job was not finished in a timely manner. If Laert is cured of his hangover, Goedert pays the healer 1 gp.

Development: Regardless of which course of action the party takes, they advance to "Encounter Two: A Thief in Flight" afterwards, in which a halfling rogue quite literally runs into the adventurers. If they are working for Goedert, Thispin runs into them at the wagon. If they are inside the hostelry or another establishment, Thispin

ducks inside and encounters them there. Otherwise, he bumps into them in the middle of the road.

ENCOUNTER 2: A THIEF IN FLIGHT

A small figure, looking worriedly behind, comes running straight at a random PC (either roll dice, or just pick the biggest, tallest PC). Summarize this as appropriate for the character's location (at the wagon, in a building, or on the street). Thispin will either collide with the character (if they don't get out of the way in time) or go sprawling just beyond them.

The halfling picks himself up off the ground, dazed. Looking at you with pleading eyes he cries, "You must help! Hide me, quickly!"

The characters have two rounds to hide Thispin, ignore the situation, or accost him. If asked, he answers questions hurriedly, no more than his name and who he's running from ("Pendel, he's trying to kill me"). For anything more, Thispin protests that there's "No time, no time!" Statistics for both Pendel and Thispin can be found in the appendix, under Encounter 3.

The adventurers have two rounds to ask questions and hide Thispin (or not). If they decide not to, or do not make the decision quickly enough, a red-faced shopkeeper staggers up on the third round, and demands that they unhand "that dastardly half-sized thief!" If they decide to help Thispin hide, any reasonable attempt is automatically successful. Pendel, having lost sight of Thispin, asks them between gasps for air if they have seen a "no good halfling thief" go past.

The halfling is Thispin, a local ne'er do well and fast-talker. He's just been caught pocketing merchandise in a general store. The shopkeeper is Pendel, a refugee from Nyrond. He set up shop in this village three years ago, leaving the economic strife of Nyrond behind him. Pendel is basically a good sort, but prone to fits of temper – especially when his shop is threatened. He's not yet well loved by the folk of the village, being a new arrival. His wife died the year before he left Nyrond, and he harbors quiet hopes of finding a new love some day.

If Thispin gets caught or handed over to Pendel, he loudly proclaims his innocence as Pendel drags him away, begging the party to help him. A loud argument ensues as both argue their respective cases. If Pendel fails to find Thispin, he storms off cursing. Thispin tells the characters his side of the story, but Pendel's version will be lost if he wasn't questioned.

THISPIN'S STORY

The halfling proclaims that this is all a misunderstanding. "Pendel has it in for us halflings. I took from his store, I admit that, but for good cause. That come-lately from Nyrond won't sell to my folk, and us in village for a full six generations! It's only just that we take from him, he being a cold-hearted, close-

minded sod. And it was only to help my ailing sister, sick these many weeks."

If pressed, Thispin admits that it was spiced fruits that he took, to see "the joy they bring to my poor sister's eyes".

PENDEL'S STORY

The merchant, wheezing and out of breath, proclaims Thispin to be a no-good dirty thief. "My name is Pendel, and I run a store down yonder", gesturing vaguely behind himself. "This miscreant and his worthless kin have been robbing me blind. I barred him and his from my shop, to be sure, not that it's done me any good. I'll see him thrashed soundly for this!"

If questioned, Pendel insists he has nothing against halflings in general (mostly true), but he has no use for a thief no matter what his size.

RESOLUTION

Thispin's fate is in the party's hands. If they keep him from being arrested, he waits for Pendel to storm off, then sidles up to his rescuers with a sly look on his face.

"If you'd like to help me put that uppity shopkeeper in his place, I have a proposition for you. Meet me when Luna is high in the sky out behind Pendel's store."

Thispin refuses to expand on his plans any more than that, dissembling about times and places.

If Pendel has his way, he pounds Thispin soundly a few times (the adventurers can interfere if they wish, Pendel won't force the issue), then sends him running off with a kick, proclaiming, "you're lucky to get off this lightly!" He then turns nervously to the party, and asks for their help.

"I hate to ask ye for more favors, being as how you've been dragged into this through no fault of your own. But ye look like honest and good folk, and I must beg for your assistance. I have fear that Thispin will be back this evening, seeking mischief. They've broken into my shop before, and I can ill afford more damage to it. Might I hire you to keep watch on my shop this evening? I'll happily reimburse for any lodgings you might have already acquired, and pay what gold I can for your services besides."

Pendel's offer is 10 gold for their services for the night, plus the room payment he promised (if the party has already acquired lodging for the night). He pleads that this amount is all he can afford if squeezed for more, but does point out that he'll throw in food from a local tavern, free of charge.

Development: If Thispin's antics interrupted the flow of Encounter One: A Merchant in Need, wrap up the unloading of the wagon before continuing.

If the players decide to aid either Pendel or Thispin, proceed to Encounter Three: Thief by Night. If they stay out of the mess, let the party arrange accommodations for

the night, then proceed to their departure in Encounter Five: Trouble at the Farm.

ENCOUNTER 3: THIEF BY NIGHT

Refer to Map 1: Pendel's Store for this encounter.

If the players are aiding Thispin:

Late at night (8 hours past sunset), Thispin seeks out the party in the moonlit field behind Thispin's shop. If they don't show up or hide from him, he leaves, and returns half an hour later with his brother and sister (as described below).

Pendel's dog begins barking if anyone strays too close (within 20 feet) of the back fence, but quickly stops if the intruders pull back. Observant characters see the curtains on the unlit top floor move briefly (Spot DC 20), as Pendel looks out to see what alarmed his dog.

The halfling sidles up next to you in the darkness. "Glad to see I'm not the only one with a score to settle," he whispers in a conspiratorial tone. "There's the back door to store over there, but he keeps it bolted from inside. With a little help, I bet I can squeeze through that window and open it from the inside."

"Oh, and I hope you can distract his mangy dog," Thispin adds, rubbing his backside ruefully.

If the players are aiding Pendel:

Pendel treats the characters to a hearty meal at the hostelry and then hurries them back to his shop before nightfall.

"Make yourselves at home down here. I'll be retiring upstairs. Feel free to get what rest ye can, as long as you keep your eyes about you. Oh, and don't pay too much mind to old Mutton out back", he adds, gesturing towards his dog out back. "He gets worked up at every squirrel or passerby, but he's friendly enough if you don't bother him too much."

Barring any questions, Pendel then retires for the evening. Mutton barks on and off throughout the evening, always seemingly at nothing (have the characters on watch roll Spot checks. Regardless of the result, they see nothing of note – even if they go out and investigate.

Eight hours past sunset, the dog starts barking yet again. But this time, the dog is barking at Thispin, who is approaching with his brother Keric and his sister Falen. Thispin gets close enough to throw a meaty ham bone over the fence, quieting Mutton down. Anyone on watch may make a Spot check to spot the halfling (against Thispin's Hide skill). Thispin is 10 feet west of the eastern edge of the fence, so apply appropriate modifiers for distance (-1 per 10 feet), and an addition -2 circumstance modifier for anyone observing through a window.

Thispin and his brother will then approach the house, attempting to enter through a back window.

Breaking and Entering:

The front and back door are locked (Open Lock DC 20) and of good quality (Hardness 5, hp 15, Break DC 18). Any attempt to break the door will automatically alert anyone inside the house, and Pendel will call for the Watch.

The windows to the house are not locked, and can be forced open with reasonable ease (Strength check, DC 12) without making much noise (-2 circumstance modifier to the forcer's Move Silently check).

If the lower floors are kept lit, Thispin assumes it's a trick unless he spies movement within, and breaks in anyway. Lighting will negate any chance Thispin or his companions have of succeeding on their Hide checks.

Trashing the Place:

Once inside, Thispin (and his brother and sister, if present) trash Pendel's store, quietly at first. They start in the back room, ripping open sacks, scattering spices, and pouring out whatever they can find. Anyone on the next room may hear them (Listen check, DC 15).

Thispin's next move is to raid the store proper. If he is not stopped, he pours ink all over Pendel's papers, and seeks aid in overturning barrels – either from his family or party members. Next, he tries to overturn the shelves on the sidewalls. If he only has his siblings for aid, this takes some time and effort (Strength DC 16, with both halflings assisting him), but human-sized types can likely flip them in a jiffy. This racket will wake Pendel, who slips out his bedroom window and hollers immediately for the town watch.

"The Watch":

The watch is really more of a group of concerned citizens, led by Cifert the Cooper (barrel maker). Cifert is a burly sort who fought in the Wars in aid of Nyrond, moving back to his native Urnst four years ago. Cifert takes it upon himself to look after the folk of Gosferd, acting as both informal mayor and town protector.

Cifert carries a stout iron-shod quarterstaff. The others in his band (five citizens he was able to raise, three men and two women, plus Pendel himself) are armed with stout lengths of wood (treat as clubs). They arrive within one minute of being summoned, and detain all they find at the scene of the crime.

If a fight is in danger of breaking out you should gently hint that using lethal force against the townspeople would be very, very ill advised.

APL 2 (EL 4)

- ✦ **Pendel:** CR 2; hp 7.
- ✦ **Cifert the Cooper:** CR 2; hp 17.
- ✦ **Members of "the watch" (5):** CR ½; hp 5.
- ✦ **Mutton, guard dog:** CR 1/3; hp 6.
- ✦ **Thispin:** CR 2; hp 11.
- ✦ **Keric:** CR 1; hp 3.
- ✦ **Falen:** CR 1; hp 3.

APL 4 (EL 6)

- ✦ **Pendel:** CR 2; hp 7.
- ✦ **Cifert the Cooper:** CR 2; hp 17.
- ✦ **Members of "the watch" (5):** CR ½; hp 5.
- ✦ **Mutton, guard dog:** CR 1; hp 13.
- ✦ **Thispin:** CR 4; hp 20.
- ✦ **Keric:** CR 2; hp 7.
- ✦ **Falen:** CR 2; hp 7.

APL 6 (EL 7)

- ✦ **Pendel:** CR 2; hp 7.
- ✦ **Cifert the Cooper:** CR 2; hp 17.
- ✦ **Members of "the watch" (5):** CR ½; hp 5.
- ✦ **Mutton, guard dog:** CR 1; hp 13.
- ✦ **Thispin:** CR 6; hp 29.
- ✦ **Keric:** CR 2; hp 7.
- ✦ **Falen:** CR 2; hp 7.

Tactics: If forced into combat, the watch initially attacks to subdue, avoiding causing permanent harm. However, if lethal force is used against them, they respond in kind.

Treasure: Pendel will pay the promised reward (10 gp) to the party if they watched his house, or as a reward if they drove off the halflings some other way.

Development: If the party is arrested, proceed to Encounter Four: The Local Law, where Cifert will bawl them out. Assuming they haven't caused permanent harm, they'll be treated tolerably well.

If the party flees the scene of the crime, they can be fairly sure they'll be identified. If they don't leave town immediately, the Watch tries to round them up the next day (play this by ear). If they leave the village, proceed to Encounter Five: Trouble at the Farm.

If Thispin, his brother, or his sister are killed or seriously injured, Pendel and Cifert (if present) will be rather horrified at this turn of events. Cifert (who will arrive soon if isn't there already) shakes his head, and suggests "it'd be best if you folk moved on". Proceed to Encounter Five: Trouble at the Farm.

If the party helps drive Thispin away, the merchant thanks them profusely, paying them as promised. He allows them use of his store for the rest of the night. The next day, Pendel informs them that Cifert, the local lawman, would like to speak to them.

ENCOUNTER 4:

The Local Law

Thispin will be in the cell if he was caught in the act, along with his brothers if they were involved. Any weapons, armor and large containers the party had are

piled in the closet, the characters will be left with their clothing and pouches.

IF THE PARTY IS ARRESTED:

The village lockup is a simple affair – a 15 by 20 foot building, with half of the space holding a desk, a closet, and a bench, and the other half a wide cell with wooden bars and you in it. It seems Gosferd doesn't normally have crime troubles. But at least it's clean. A pair of guards sits at the desk, watching you suspiciously.

The jail doesn't have much in the way of security. The cell door is barred from the other side (Open Lock DC 15 to open it from inside), and the wooden bars are sturdy but far from unbreakable (hardness 5, hp 5, Break DC 16). If the two guards are taken care or bribed, escape should be simple (use the statistics for "The Watch" from the previous encounter for the guards).

If the party chooses to stay in the cell, Cifert will stop by after 30 minutes to talk to them. He's less than pleased with these adventurers, although he may be talked into leniency (a +5 circumstance modifier should be applied any of Cifert's Sense Motive checks, due to his hostile attitude). If serious crimes were committed and bodily harm or death caused, Cifert will be much more hostile, adjust his conversation appropriately.

A pounding at the door will interrupt the conversation. Proceed to Encounter Five: Trouble at the Farm.

IF THE PARTY IS INTERVIEWED BY CIFERT:

The village lockup is a simple affair – a 15 by 20 foot building, with half of the space holding a desk and a bench, and the other half one wide cell, with wooden bars. It's not much of a jail, but at least you're on the right side of the bars. Cifert is at the desk, waiting for you.

Cifert is just looking for details on what happened the night before at Pendel's store. He already has his suspects, but his sense of fair play demands that he get both sides of the story. If the party was initially involved with Thispin's mischief, Cifert will try and ferret out, but be satisfied that eventually they did the right thing.

If anyone asks what will become of Thispin (and possibly his siblings), Cifert smiles wryly and says "He'll be working off the damages for many weeks, and have plenty of time to think about mending his ways besides."

The conversation is interrupted by a loud pounding at the door (proceed to Encounter Five: Trouble at the Farm).

Development: As mentioned above, Thispin (if captured) and his (if involved) will be working off his debt to society for the next 4 weeks. He'll come out of it a changed halfling – for a few days, at any rate.

The adventurers, if they were arrested, have an opportunity to even the scales in Encounter Five: Trouble at the Farm. However, if they caused death or serious harm, Cifert has no intentions of letting them off easily –

they'll be turned over to the Duke's men in two weeks time if they don't escape first.

ENCOUNTER 5: TROUBLE AT THE FARM

There are three basic ways to enter this encounter: as allies of the townspeople, as penance for raiding Pendel's store, or by leaving town after any of the previous encounters. Werek and Jaya's farm is about three miles outside of the village, just east of the road to Leukish.

IF THE PARTY WAS ARRESTED:

A loud pounding sounds at the door to the lockup. Cifert rises, letting in a breathless young farmer. "Cifert," he gasps, "Jase and I just saw a pack of kobolds heading towards Werek's farm. There was more than a dozen of them. We have to do something!"

Cifert turns towards your cell, gazing at you while stroking his chin. "Perhaps, yes, perhaps we can come to an agreement."

Cifert's aim should be fairly clear: in exchange for their aid against the kobolds, he's willing to drop all charges against them (assuming that the offenses didn't involve serious injury or death). He sends Berthol (male human [Suel] Com1; hp 2; Profession [Farmer] +6; Spot +6) to escort them to the farm.

Cifert won't be willing to risk the life of his town watch on the first strike, though he does say he'll be drawing them together to bring aid as quickly as he can. If the party thinks of it, the soldiers at the road are also unable to help – there's only the pair of them, and their instructions were very clear: stay at their post.

If anyone inquires, Werek's farm is about three miles outside the village (past the mired section) on the way to Leukish. Werek lives there with his wife Jaya and three children.

IF THE PARTY IS TALKING TO CIFERT:

A loud pounding sounds at the door to the lockup. Cifert rises, letting in a breathless young farmer. "Cifert," he gasps, "Jase and I just saw a pack of kobolds heading towards Werek's farm. There was more than a dozen of them. We have to do something!"

Cifert turns to you. "Fortune may be with me today. You've shown yourselves to be good allies in times of trouble – may my village call upon you to aid us once again?"

If asked about a reward, Cifert looks briefly angered, and then states that he'll see what he can do, but that Gosferd is not a wealthy village. He pleads them to hurry forth with Berthol, the farmer, before it is too late.

See the notes above if the party tries to recruit allies in Gosferd, or asks about the farm.

IF THE PARTY IS LEAVING TOWN:

The road conditions are certainly as bad as the soldiers promised. You've alternated between the muck of the road and

the muck of the fields next to it. It's hard to say which is more pleasant.

Ahead of you, you can see a plume of smoke rising above the horizon. Drawing closer, you can see smoke rising from a small farm off the side of the road.

A farmer is running towards you, splashing through the mud as fast as he can. "You must help!" he gasps, "Kobolds at the farm..."

Once Berthol (see above) catches his breath, he explains the situation better: he was heading in to Gosferd with his friend Jase, and spied a group of kobolds, over a dozen kobolds, heading towards Werek and Jaya's farm. Jase has gone back to warn his own family, while Berthol is running to Gosferd to seek aid.

Berthol can't offer any reward for the adventurers' assistance. He can tell them that Werek lives at the farm with Jaya, his wife, and three children.

Development: Regardless of how they got involved in the situation, the party will in all likelihood proceed on to Encounter Six: The Barn in Flames, at Werek's farm about 3 miles north of Gosferd, just west of the road. On no account will Berthol follow the adventurers into the fray at the farm; he'll just lead them there.

ENCOUNTER 6: THE BARN IN FLAMES

Refer to Map 2: Werek's Barn for this encounter.

Ahead of you is Werek's farm, his animals slaughtered in their fields and pens. Smoke is billowing from Werek's barn, and band of cackling kobolds cavort inside the barn's fenced in yard, waving their weapons in the air. Two dead kobolds lie near the entrance to the burning barn.

Eight kobolds (and possibly a pair of war lizards at higher tiers) are outside the barn, inside a low (4 feet high) fence. The fence has two rails, and small creatures can pass between them without slowing down. Large creatures need to climb or jump over the fence, or go through the gate.

After taking two casualties in their first attack, the survivors elected to set fire to the barn. There are no livestock visible in the barn or the pen outside (those that weren't already killed out in the fields have fled).

Werek and his two sons are trapped inside the barn. Werek served for a time in the Duke's irregulars, and has some small skill with weapons. He is bleeding from several wounds, and is near the last of his strength. In his youth, Werek met and fell in love with Jaya, whose Shield Lander family emigrated to Urnst decades ago, to avoid the perennial strife of that war-torn land. He is in his forties, of fair-haired Suel descent, and has three children: Jerma, of 20 years, Kaliel, a youth of 10 summers, and Mila, his 12-year old daughter.

Kaliel, Werek's younger son, has a field scythe clutched in his shaking hands. He is a mere child, and is frightened out of his wits.

Jerma, Werek's eldest, was slain by one of Siratik's crossbow bolts. He is past any need of aid.

The kobolds count as distracted, and have a -5 circumstance penalty to any Listen or Spot checks. It's a simple matter to ambush them with missile weapons.

It is overcast enough that the kobolds do not suffer a light penalty.

The roof of the barn will collapse five minutes after the party arrives, causing 2d6 points of damage to anyone still inside. This should allow ample time for a rescue if the party acts quickly. If the two escape the barn, Werek collapses almost immediately – it is clear that he is mortally wounded. He motions to a party member, and begs them to save his wife Jaya and his lovely daughter, who are trapped in the house. A successful application Heal check (DC 15) or healing magic will save his life. He waves more off time-consuming treatment – "Please, my wife and daughter, you must help them!"

APL 2 (EL 4)

☛ **Werek:** CR 1; hp 12 (now 0, but conscious).

☛ **Kaliel:** CR ½; hp 2.

☛ **Kobolds (6):** CR 1/6; hp 2 (each).

☛ **Kobold scout:** CR 1; hp 3.

☛ **Siratik, kobold war leader:** CR 2; hp 17.

APL 4 (EL 7)

☛ **Werek:** CR 1; hp 12 (now 0, but conscious).

☛ **Kaliel:** CR ½; hp 2.

☛ **Elite kobolds (5):** CR ½; hp 5 (each).

☛ **Kobold scouts (2):** CR 1; hp 3 (each).

☛ **Giant lizards (2):** CR 2; hp 22 (each).

☛ **Siratik, kobold war leader:** CR 4; hp 30.

APL 6 (EL 9)

☛ **Werek:** CR 1; hp 12 (now 0, but conscious).

☛ **Kaliel:** CR ½; hp 2.

☛ **Kobold bodyguards (5):** CR 1; hp 11 (each).

☛ **Kobold sneaks (2):** CR 2; hp 9 (each).

☛ **War lizards (2):** CR 3; hp 37 (each).

☛ **Siratik, kobold war leader:** CR 6; hp 49.

Tactics: Siratik is quite confident in her combat abilities, and moves to engage the toughest-looking warrior opposing her. Her allies move to engage the party in melee, while scouts or sneaks do their best to exploit their sneak attack abilities. If five or kobolds fall in battle, the rest flee towards their allies at the house.

The kobolds can move through the rungs in the split-rail fence freely, without sacrificing movement. Larger humanoids must jump the four-foot tall fence or take a movement-equivalent action to clamber over it.

Any lizards present fight to the death, even if their masters flee.

Treasure: The two dead kobolds in front of the barn have normal equipment for their kind (leather armor, halfspear, light crossbow, and 10 bolts).

ENCOUNTER 7: A HOUSE UNDER SIEGE

Refer to Map 3: Werek's House and Basement for this encounter.

Werek's farmhouse is about 100 feet east of his barn, and as you get closer you can see shadowy forms moving behind it, and more inside the house itself.

A group of kobolds (three in Tier One, seven in Tier Two, and seven plus two lizards in Tier Three) are keeping a loose watch outside the house. They attack any rescuers that they spy approaching.

Another group of five kobolds is inside the house, ransacking it and devouring any food in sight. They're rather occupied with their pillaging; though do notice any intruders that aren't trying to be stealthy.

Talor-Keptal, a kobold adept and the instigator of this raid, has just entered the basement of Werek and Jaya's home. He was searching for the humans he knows fled that direction, but has been distracted by his discover of Werek's meager cache of valuables.

Talor-Keptal is clad in reptile-skin hide armor, the skin of a former pet lizard. He is old and enfeebled, hobbling along with the aid of the club he uses as a walking stick. Talor-Keptal is a servant of the Scaled Cult, a mysterious force gaining power in the fetid fens of the Gnatmarsh. The ivory talisman that he carries marks him as a member of the order, though he would sooner die than explain its meaning. In any case, Talor-Keptal speaks only Draconic and Goblin.

Jaya (female human [Oeridian] Com2; hp 5; once of the Shield Lands) and her daughter Mila (female human [mixed] Com1; hp 2) are hiding in the basement behind two barrels, they are of no use in battle.

APL 2

Outside (EL 1)

👉 **Kobolds** (2): CR 1/6; hp 2 (each).

👉 **Kobold scout**: CR 1; hp 3.

Inside (EL 2)

👉 **Kobolds** (4): CR 1/6; hp 2 (each).

👉 **Kobold initiate**: CR 1; hp 5.

Basement (EL 4)

👉 **Kobold elite** (2): CR 1/2; hp 5 (each).

👉 **Talor-Keptal, kobold adept**: CR 3; hp 16.

APL 4

Outside (EL 4)

👉 **Elite kobolds** (6): CR 1/2; hp 5 (each).

👉 **Kobold scout**: CR 1; hp 3.

Inside (EL 4)

👉 **Kobold elite** (4): CR 1/2; hp 5 (each).

👉 **Kobold initiates** (2): CR 1; hp 5.

Basement (EL 7)

👉 **Kobold bodyguards** (2): CR 1; hp 11 (each).

👉 **War lizard**: CR 3; hp 37.

👉 **Talor-Keptal, kobold adept**: CR 6; hp 27.

APL 6

Outside (EL 7)

👉 **Kobold bodyguards** (6): CR 1; hp 11 (each).

👉 **Kobold sneak**: CR 2; hp 9.

👉 **Giant lizards** (2): CR 2; hp 22 (each).

Inside (EL 6)

👉 **Kobold bodyguards** (4): CR 1; hp 11 (each).

👉 **Kobold sorcerers** (2): CR 2; hp 8 (each).

Basement (EL 9)

👉 **Kobold bodyguards** (4): CR 1; hp 11 (each).

👉 **War lizard**: CR 3, hp 37.

👉 **Talor-Keptal, kobold adept**: CR 9; hp 37.

Tactics: The kobolds outside the house notice any combat occurring inside, and sneak up to ambush the attackers.

The kobolds inside are more distracted, but will notice any fight outside that lasts longer than three rounds, and head to the aid of their brethren.

The first kobold sorcerer has already cast his *mage armor* spell. The second one (if present) casts *resistance* in preparation for battle, if time permits. Both will exhaust their spell abilities before even considering melee combat.

Talor-Keptal ignores any combat in the house above unless it goes on for long than five rounds. In that event, he sends his full entourage into the fray, bringing up the rear with magical assistance. He cannot hear combats happening outside the house.

Talor-Keptal's troops will not flee unless both he and his guard are killed – they fear his wrath more than they fear capture. If the shaman and his bodyguards are slain, the other kobolds try to flee, and failing that throw down their weapons and surrender, figuring anything is better than being hacked to bits.

Talor-Keptal himself has survival on his mind. He uses his spells wisely, focusing on direct threats to himself first, and enemy spellcasters second. If alerted by fighting above, he casts *protection from good* on himself and *bull's strength* (if available) on his lizard in anticipation of combat. If the fray turns against him, he uses his magics

to escape, including his scroll, potion, and smokestick (lit with a tindertwig) if necessary.

Any lizards present fight to death, even if their masters flee.

In the event that the heroes are routed by the kobolds, they can meet up with Cifert, who is heading back from Gosferd with eight townspeople (see Conclusion, below). By the time they reach the farm, the kobolds have already fled, leaving any unrescued members of Werek's family dead, their corpses mutilated.

Treasure: Werek and Jaya's valuables, in the basement, are a cache of 4 gp, 17 sp, and a bag of eight colored glass beads (worth 3 gp in total). They were formerly hidden in a sack tucked into a niche in the wall. If the family survives, they offer the coins to their rescuers ("It's all we have, but please take it"), but ask to keep the beads.

Conclusion

Werek and Jaya, should they survive, are very grateful to their rescuers, offering the reward mentioned above. They are heartbroken over the loss of their youngest son (and any others who died in the fighting), and soon ask to be left to their mourning, and the repairs that must be done.

Jase meets the party as they return from the farmhouse. He's relieved to hear news that any of the Werek and Jaya's family survived, and grievous if he finds that they did not. He offers to accompany the heroes back to Gosferd, as he's quite sure that Cifert will want to speak to them (if the characters haven't met Cifert, he explains that "Cifert is the head of the watch, and looks after this area").

Cifert is already on his way to the farm, with eight townspeople armed with pitchforks, staves, and clubs. He meets the adventurers halfway back to the village, and is relieved at any good news from the battle at the farm. He sends the other townspeople on ahead to look after the family, and returns to Gosferd with the party.

Upon their return, Cifert thanks the party for all they have done for his village. If they had previously been arrested, he considers the matter settled, and bids them good fortune on their journeys. If they were not, he offers them a reward for their valor: 25 gold pieces. He acknowledges that it's less than they deserve, but his resources are most limited. Before the party departs, he offers a warning:

"Those kobolds were quite well-trained and well-prepared for such a simple target, and the amulets they carried are unfamiliar to me. We've not seen there like in these parts before, I suspect these raiders are but a portent of things to come. Yes, I fear we may have need anew for your sort far sooner than I would wish."

In any case, unless the party had previously run amok in town, Cifert also promises his aid in the future, should they ever have need. He also offers free lodging until the roadwork is completed.

In late afternoon the day of the events at the farm the repairs on the road are completed, and the folk of Gosferd bid farewell to the most interesting guests they've had in many a year.

Treasure: If the party avoided being arrested, Cifert gives them a 25 gp reward (total, not each). Also, if they avoided causing serious harm to the townspeople, award each character an Influence Point in the Lands of Palten.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character. If two sets of experience are given, only one group (before or after the -or-) can be awarded for each encounter.

Encounter 1

Getting Goedert's wagon loaded	15 xp
Doing it within the time limit	+10 xp
-or-	
Curing Goedert's wagonhand	50 xp

Encounter 2

Hiding Thispin	25 xp
-or-	
Turning Thispin in to Pendel	40 xp
Preventing violence afterwards	+15 xp

Encounter 3

Successfully breaking into the store	25 xp
Dealing with Mutton non-lethally	25 xp
-or-	
Defending the store from Thispin	50 xp
Doing so without undue violence	+25 xp

Encounter 4

Escaping from jail	25 xp
-or-	
Peacefully interacting with Cifert	25 xp

Encounter 5

No experience awards

Encounter 6

Defeating the kobolds	40 xp
Rescuing Werek	25 xp

Rescuing Kaliel 25 xp

Encounter 7

Defeating the kobolds outside 25 xp
Defeating the kobolds inside 30 xp
Defeating Talor-Keptal et al 50 xp
Rescuing Jaya 25 xp
Rescuing Mila 25 xp

Total experience for objectives 450 xp
Discretionary roleplaying award 0-50 xp

Total possible experience 500 xp

TREASURE SUMMARY

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g. armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold for 50% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, and so forth (any living being, basically) may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified and cannot bring material benefit to the character. Contacts (sources of extra information) must be specifically certified.
3. Theft is against the law, but may be practiced by some player characters. Items which are worth more than 250 gp, items that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. The character must return the item and pay a fine equal to three times the value of the item stolen. In addition, the PC caught receives campaign-decided penalties for being known as a thief, such as Infamy. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or gold acquired for things which it later finds unreasonable but which were allowed at the time.

Encounter 1

- Up to 2 sp per character is possible for unloading Goedert's wagon. 1 gp if Laert's injury and hangover were treated.

Encounter 6

- Masterwork chain shirt sized for Small characters (250 gp, certified, common): The fine links of this exquisitely crafted shirt appear to be of dwarven manufacture. It is sized for a gnome or halfling.

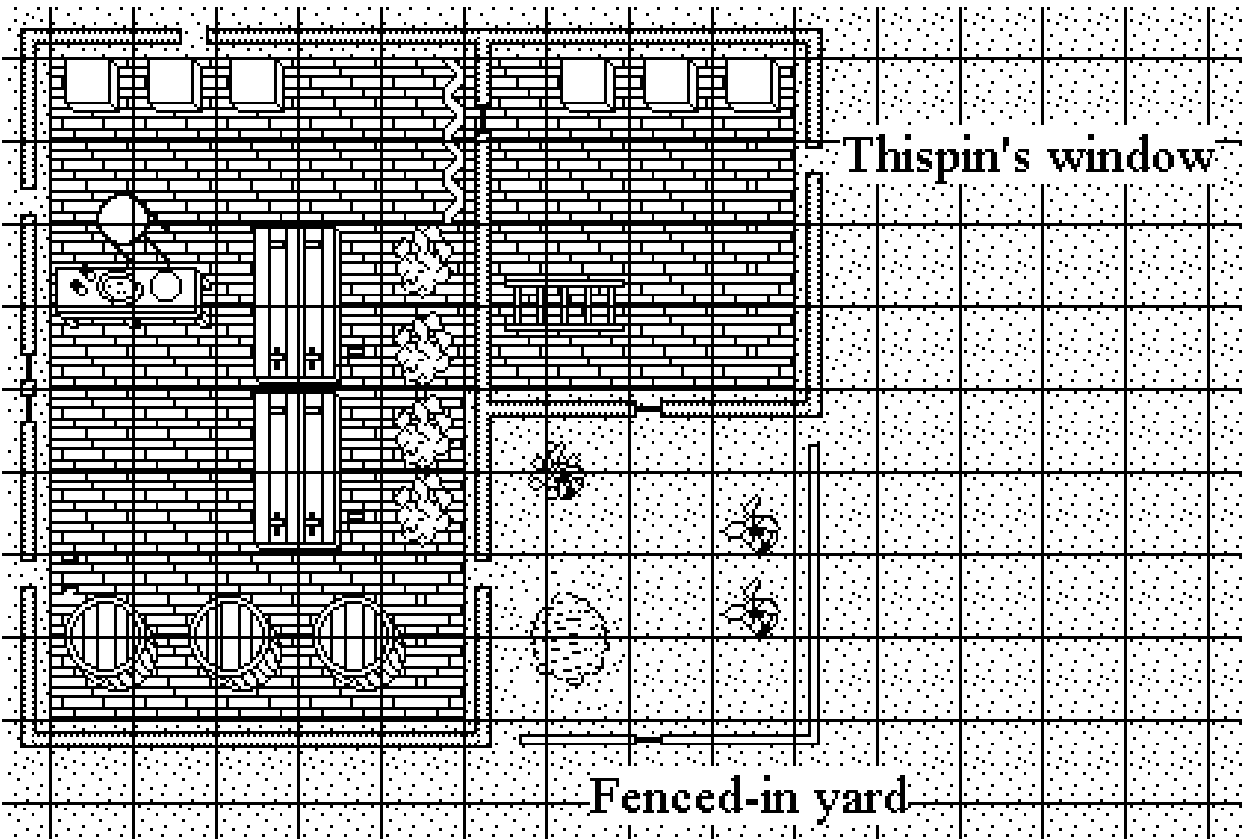
Encounter 7

- Scroll of *obscuring mist* (25 gp, certified, common); This divine scroll allows the reader to cast an *obscuring mist* spell as a 1st level adept, if they can cast *obscuring mist* and the spell appears on their spell list. It is scribed on weathered parchment.
- *Potion of cure light wounds* (50 gp, certified, common); This potion affects the imbiber as the spell *cure light wounds*, cast by a 1st level adept. It is a pale violet liquid in a small glass vial.
- Tindertwig (1 gp, certified, common): The alchemical compound on the end of this small wooden stick ignites when struck against a rough surface. It works in all ways as described in the Player's Handbook.
- Tindertwig (1 gp, certified, common): The alchemical compound on the end of this small wooden stick ignites when struck against a rough surface. It works in all ways as described in the Player's Handbook.
- Smokestick (20 gp, negligible weight, wood, common): This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. It works in all ways as described in the Player's Handbook.
- Werek and Jaya's valuables are a cache of 4 gp, 17 sp, and eight glass beads in a bag (worth a total of 3 gp). They are willing give the coins to their rescuers, but ask to keep the beads.

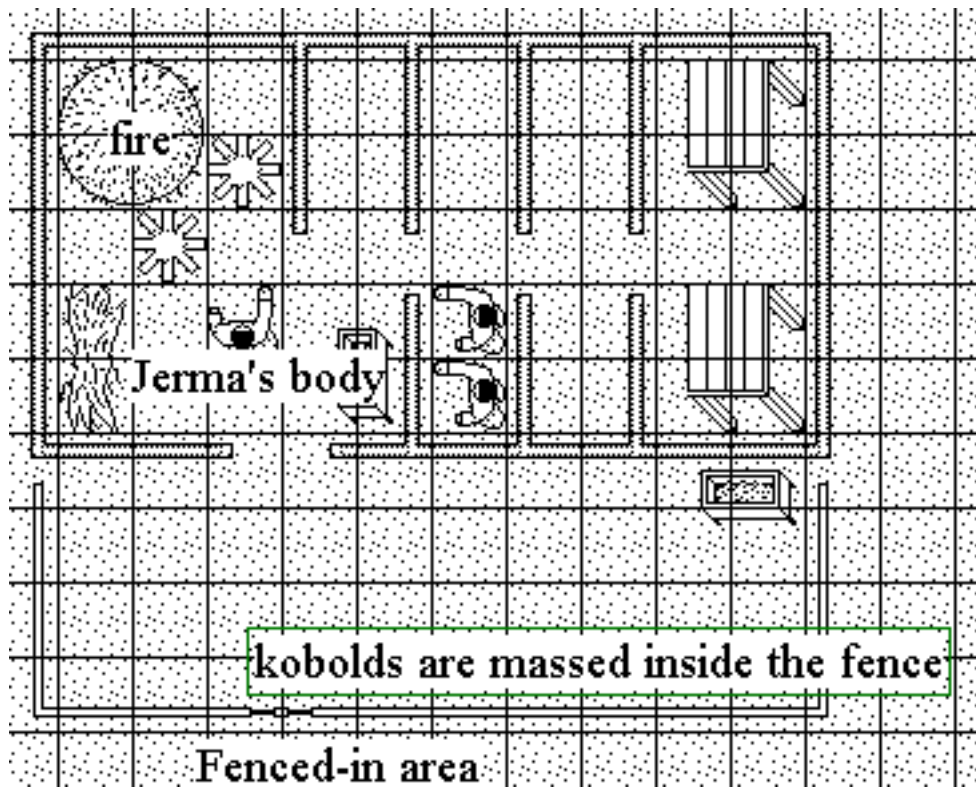
Conclusion

- Influence Point in the Lands of Palten (No value, certified, unusual, not tradeable): This point will be useful in future adventures in Gosferd or the Palten area. Your name is known in the region, and the locals will be willing to do you a favor in the future. Each character receives an influence point if they didn't cause serious harm to the folk of Gosferd.
- Cifert will give the party a reward of 25 gp (total, not each) if they aided Werek and Jaya and didn't get arrested while they were in Gosferd.

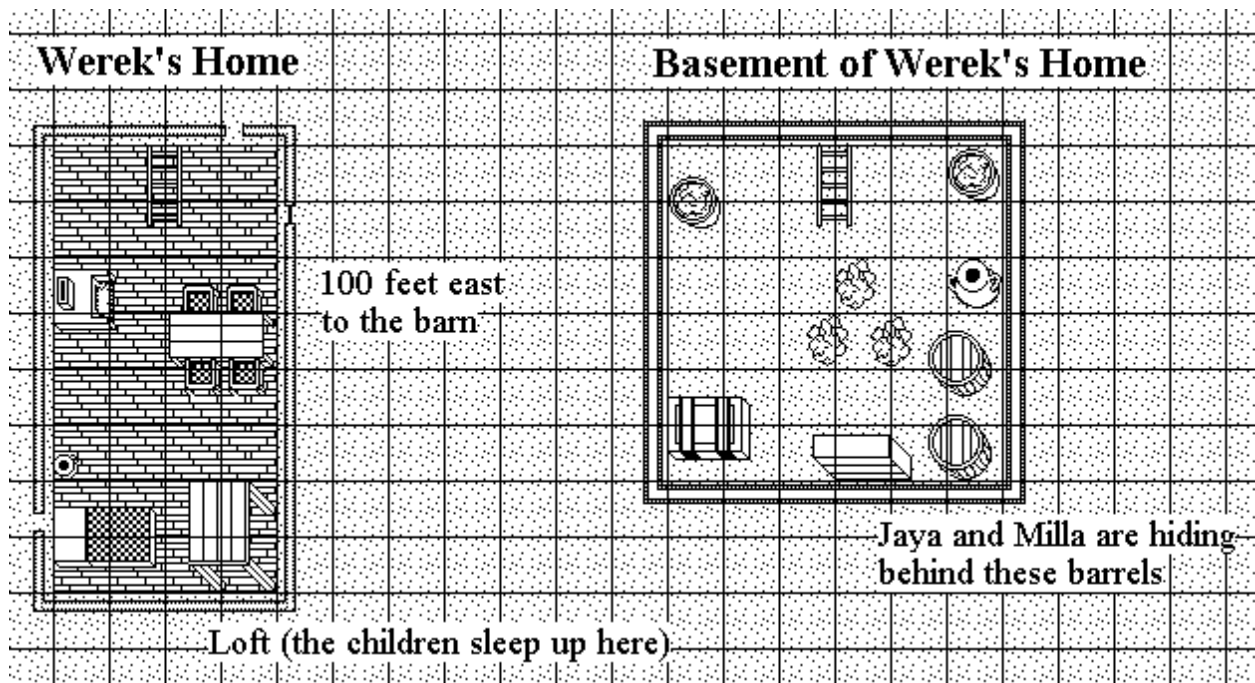
MAP 1: PENDEL'S STORE



MAP 2: WEREK'S BARN (5 FEET PER SQUARE)



MAP 3: WEREK'S HOUSE AND BASEMENT (5 FEET PER SQUARE)



APPENDIX II: ENCOUNTER REFERENCE

Introduction

☛ **Soldiers, human (Suel) Warri (2):** CR ½; Medium-size humanoid (human); HD 1d8+3; hp 7 (each); Init +0; Spd 30 ft.; AC 13 (touch 10, flat-footed 13); Atk +1 melee (1d8/x3, shortspear) or +1 ranged (1d8/19-20, light crossbow); AL LG; SV Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Diplomacy +2, Listen +4, Spot +4; Alertness, Toughness.

Possessions: Shortspear, light crossbow, 10 bolts, studded leather armor, pouch containing 5 sp.

Encounter Three

APL 2 (EL 4)

The Shopkeeper

☛ **Pendel, male human (Oeridian) Com3:** CR 2; Medium-size humanoid (human); HD 3d4; hp 7; Init -1; Spd 30 ft.; AC 9 (touch 9, flat-footed 9); Atk +2 melee (1d6+1, club); AL NG; SV Fort +0, Ref +0, Will +1.

Str 12, Dex 9, Con 9, Int 12, Wis 11, Cha 1.

Skills and Feats: Appraise +6, Handle Animal +6, Sense Motive +5, Spot +6; Skill Focus (Appraise), Skill Focus (Sense Motive), Toughness.

Possessions: Club (old table leg), pouch containing 25 gp.

Pendel is a refugee from Nyrond, having set up shop in Gosferd 3 years ago. His wife died the year before he left home, and he's hoping to start over in the Duchy of Urnst. Pendel's foreign ways, Oeridian complexion, and fits of temper have served him ill in Gosferd, he's not yet well-loved by his neighbors. Pendel harbors quiet hopes of finding a new love some day.

☛ **Mutton, guard dog:** CR 1/3; hp 6; see *Monster Manual* pages 195-196.

The Halflings

☛ **Thispin, male halfling (lightfoot) Rog2:** CR 2; Small humanoid (halfling); HD 2d6+2; hp 11; Init +3; Spd 20 ft.; AC 14 (touch 14, flat-footed 11); Atk +1 melee (1d4-1/19-20, dagger) or +6 ranged (1d4-1/19-20, dagger); SA sneak attack +1d6; SQ evasion, +2 morale bonus on saving throws against fear; AL CN; SV Fort +2, Ref +7, Will +0; Str 8, Dex 17, Con 13, Int 12, Wis 8, Cha 14.

Skills and Feats: Bluff +9, Climb +6, Gather Information +7, Hide +12, Jump +1, Listen +6, Move Silently +10, Pick Pocket +8, Search +6, Spot +4; Skill Focus (Bluff).

Possessions: Dagger, pouch containing 2 gp and a polished piece of quartz worth 5 gp.

Evasion (Ex): when a spell allows a Reflex save for ½ damage, Thispin takes no damage on a successful save and full damage on a failed save.

Thispin is a local troublemaker, and can be confirmed as such by nearly anyone in Gosferd. He's a petty thief, a vandal, and a con-artist, but has so far avoided doing anything that would land him in jail. His two brothers, Keric and Falen, often join in his schemes.

Despite his wayward ways, Thispin is rather charming and well-spoken (the mark of a con artist), and can often talk his way out of his trouble.

☛ **Falen, female halfling (lightfoot) Rog1:** CR 1; Small humanoid (halfling); HD 1d6; hp 3; Init +2; Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Atk +0 melee (1d4-1/19-20, dagger) or +4 ranged (1d4-1/19-20, dagger); SA sneak attack +1d6; SQ +2 morale bonus on saving throws against fear, AL N; SV Fort +1, Ref +5, Will +1; Str 8, Dex 15, Con 11, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +7, Climb +5, Hide +10, Jump +1, Listen +6, Move Silently +8, Pick Pocket +6, Search +4, Spot +4; Skill Focus (Bluff).

Possessions: Dagger, pouch containing 5 sp.

Falen is one of Thispin's two brothers, and has little respect for law or property. Though he carries a dagger for "protection", he's unlikely to use it in combat, and flees or surrenders if faced with lethal force. Falen is smaller than his brothers, and prefers to vanish when trouble starts.

✚ **Keric, male halfling (lightfoot) Rog1:** CR 1; Small humanoid (halfling); HD 1d6; hp 3; Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +1 melee (1d4/19-20, dagger) or +3 ranged (1d4/19-20, dagger); SA sneak attack +1d6; SQ +2 morale bonus on saving throws against fear, AL N; SV Fort +1, Ref +4, Will +1; Str 10, Dex 13, Con 11, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +7, Climb +6, Hide +9, Jump +2, Listen +6, Move Silently +7, Pick Pocket +5, Search +4, Spot +4; Skill Focus (Bluff).

Possessions: Dagger, pouch containing 5 sp.

Keric is Thispin's middle brother, and looks to him as a role model. He's large for a halfling, and overconfident. He's willing to bluff and bluster with his dagger, but chickens out of a real confrontation.

The Watch

✚ **Cifert the Cooper, male human (Suel) Com1/War2:** CR 2; Medium-size humanoid (human); HD 1d4 (Com) + 2d8 (War) + 6; hp 17; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +2/-2 melee (1d6+2, 1d6+1 quarterstaff); AL LG; SV Fort +4, Ref +0, Will +1; Str 15, Dex 11, Con 12, Int 11, Wis 12, Cha 11.

Skills and Feats: Craft (barrelmaking) +6, Intimidate +3, Knowledge (local) +2, Spot +5; Skill Focus (Craft), Toughness, Two-Weapon Fighting.

Possessions: Quarterstaff.

Cifert is the town cooper (barrelmaker) in Gosferd, and also in charge of the local watch. Several years ago, he organized construction of the town jail, despite the general lack of crime in the area. Cifert is good-hearted and protective of Gosferd, he has no patience for lawbreakers in his town. He's well-loved by the other townspeople, though they find him overzealous.

✚ **Members of "the watch", human (Suel) Com1 (5):** CR ½; Medium-size humanoid (human); HD 1d4+3; hp 5; Init +0; Spd 30 ft.; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d6, club); AL LG; SV Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Craft or Profession (varies) +6, Listen +2, Spot +2; Skill Focus (Craft or Profession), Toughness.

Possessions: Club (improvised).

APL 4 (EL 6)

The Shopkeeper

✚ **Pendel:** as for Tier 1

✚ **Mutton, guard dog:** CR 1; hp 13; see *Monster Manual* page 196.

The Halflings

✚ **Thispin, male halfling (lightfoot) Rog4:** CR 4; Small humanoid (halfling); HD 4d6+4; hp 20; Init +8; Spd 20 ft.; AC 15 (touch 15, flat-footed 11); Atk +3 melee (1d4-1/19-20, dagger) or +9 ranged (1d4-1/19-20, dagger); SA sneak attack +2d6; SQ evasion, uncanny dodge, +2 morale bonus on saving throws against fear; AL CN; SV Fort +3, Ref +9, Will +1; Str 8, Dex 18, Con 13, Int 12, Wis 8, Cha 14.

Skills and Feats: Bluff +11, Climb +8, Gather Information +9, Hide +15, Jump +1, Listen +8, Move Silently +13, Pick Pocket +11, Search +8, Spot +6; Improved Initiative, Skill Focus (Bluff).

Possessions: Dagger, pouch containing 2 gp and a polished piece of quartz worth 5 gp.

Evasion (Ex): when a spell allows a Reflex save for ½ damage, Thispin takes no damage on a successful save and full damage on a failed save.

Uncanny Dodge (Ex): Thispin retains his Dex bonus when caught flat-footed or struck by an invisible attacker.

Thispin is a local troublemaker, and can be confirmed as such by nearly anyone in Gosferd. He's a petty thief, a vandal, and a con-artist, but has so far avoided doing anything that would land him in jail. His two brothers, Keric and Falen, often join in his schemes.

Despite his wayward ways, Thispin is rather charming and well-spoken (the mark of a con artist), and can often talk his way out of trouble.

✚ **Falen, female halfling (lightfoot) Rog2:** CR 2; Small humanoid (halfling); HD 2d6; hp 7 (each); Init +2; Spd 20 ft.; AC 13 (touch 13, flat-footed 11); Atk +1 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-1/19-20, dagger); SA sneak attack +1d6; SQ evasion, +2 morale bonus on saving throws against fear, AL N; SV Fort +1, Ref +6, Will +1; Str 8, Dex 15, Con 11, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +8, Climb +6, Hide +11, Jump +1, Listen +7, Move Silently +9, Pick Pocket +7, Search +5, Spot +5; Skill Focus (Bluff).

Possessions: Dagger, pouch containing 5 sp.

Evasion (Ex): when a spell allows a Reflex save for ½ damage, the halflings take no damage on a successful save and full damage on a failed save.

Falen is one of Thispin's two brothers, and has little respect for law or property. Though he carries a dagger for "protection", he's unlikely to use it in combat, and flees or surrenders if faced with lethal force. Falen is smaller than his brothers, and prefers to vanish when trouble starts.

➤ **Keric, male halfling (lightfoot) Rog2:** CR 2; Small humanoid (halfling); HD 2d6; hp 7 (each); Init +1; Spd 20 ft.; AC 12 (touch 12, flat-footed 11); Atk +2 melee (1d4/19-20, dagger) or +4 ranged (1d4/19-20, dagger); SA sneak attack +1d6; SQ evasion, +2 morale bonus on saving throws against fear, AL N; SV Fort +1, Ref +5, Will +1; Str 10, Dex 13, Con 11, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +8, Climb +7, Hide +10, Jump +2, Listen +7, Move Silently +8, Pick Pocket +6, Search +5, Spot +5; Skill Focus (Bluff).

Possessions: Dagger, pouch containing 5 sp.

Evasion (Ex): when a spell allows a Reflex save for ½ damage, the halflings take no damage on a successful save and full damage on a failed save.

Keric is Thispin's middle brother, and looks to him as a role model. He's large for a halfling, and overconfident. He's willing to bluff and bluster with his dagger, but chickens out of a real confrontation.

The Watch

☞ **Cifert the Cooper:** as for Tier 1

☞ **Members of "the watch" (5):** as for Tier 1

APL 6 (EL 7)

The Shopkeeper

☞ **Pendel:** as for Tier 1

➤ **Mutton, guard dog:** CR 1; hp 13; see *Monster Manual* page 196.

The Halflings

➤ **Thispin, male halfling (lightfoot) Rog6:** CR 6; Small humanoid (halfling); HD 6d6+6; hp 29; Init +8; Spd 20 ft.; AC 15 (touch 15, flat-footed 11); Atk +4 melee (1d4-1/19-20, dagger) or +10 ranged (1d4-1/19-20, dagger); SA sneak attack +3d6; SQ evasion, uncanny dodge, +2 morale bonus on saving throws against fear; AL CN; SV Fort +4, Ref +10, Will +2; Str 8, Dex 18, Con 13, Int 12, Wis 8, Cha 14.

Skills and Feats: Bluff +13, Climb +10, Gather Information +11, Hide +17, Jump +1, Listen +10, Move Silently +15, Pick Pocket +13, Search +10, Spot +8; Dodge, Improved Initiative, Skill Focus (Bluff).

Possessions: Dagger, pouch containing 2 gp and a polished piece of quartz worth 5 gp.

Evasion (Ex): when a spell allows a Reflex save for ½ damage, Thispin takes no damage on a successful save and full damage on a failed save.

Uncanny Dodge (Ex): Thispin retains his Dex bonus when caught flat-footed or struck by an invisible attacker. Thispin can only be flanked by a rogue of tenth level or higher.

Thispin is a local troublemaker, and can be confirmed as such by nearly anyone in Gosferd. He's a petty thief, a vandal, and a con-artist, but has so far avoided doing anything that would land him in jail. His two brothers, Keric and Falen, often join in his schemes.

Despite his wayward ways, Thispin is rather charming and well-spoken (the mark of a con artist), and can often talk his way out of trouble.

➤ **Falen and Keric:** As for Tier 2

The Watch

☞ **Cifert the Cooper:** as for Tier 1

☞ **Members of "the watch" (5):** as for Tier 1

Encounter Six

APL 2 (EL 4)

The Farmers

☛ **Werek, male human (Suel) Com1/War1:** CR 1; Medium-size humanoid (human); HD 1d4 (Com) + 1d8 (Ftr) + 5; hp 12 (now 0, but conscious); Init -1; Spd 30 ft.; AC 11 (touch 9, flat-footed 11); Atk +2 melee (1d8+1, pitchfork); AL NG; SV Fort +3, Ref -1, Will +0; Str 13, Dex 9, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats: Craft (carpentry) +4, Handle Animal +5, Profession (farmer) +7; Skill Focus (Profession), Toughness.

Possessions: Pitchfork (treat as shortspear but cannot be thrown), leather armor.

Werek crops a small farm on the outskirts of Gosferd, aided by his two sons (Jerma, age 20, and Kaliel, age 10), his daughter, Mila (12 years old) and his wife, Jaya. He served as a soldier in the Duchy irregulars during the war, though he did not see combat, and has some skill with weapons. He's in the middle forties, and has a typical fair-haired Suel complexion.

☛ **Kaliel, male human (mixed) Com1:** CR 1/2; Medium-size Humanoid (human); HD 1d4; hp 2; Init +1; Spd 30 ft.; AC 11 (touch 11, flat-footed 10); Atk -5 melee (2d4-1/x4, scythe); AL NG; SV Fort +0, Ref +1, Will +0; Str 9, Dex 12, Con 11, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +3, Profession (farmer) +6, Spot +4; Dodge, Skill Focus (Profession).

Possession: Scythe (not proficient).

Kaliel is Werek and Jaya's ten-year old son, their youngest child. He is brave but unskilled, and of mixed Oeridian and Suel blood.

The Kobolds

☛ **Kobolds (6):** CR 1/6; hp 2 (each); see *Monster Manual* pages 123-124.

☛ **Kobold scout, kobold Rogr:** CR 1; Small Humanoid (reptilian); HD 1d6; hp 3; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk -1 melee (1d6-2/19-20, shortsword) or +3 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Darkvision 60 ft., light sensitivity, sneak attack +1d6; AL LE; SV Fort +0, Ref +4, Will +0; Str 6, Dex 14, Con 11, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +6, Climb +2, Disarm Device +6, Hide +10, Listen +6, Move Silently +6, Profession (mining) +2, Search +6, Spot +6; Alertness.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Leather armor, shortsword, light crossbow, 10 bolts, pouch containing 4 sp.

☛ **Siratik, war leader, female kobold Ftr2:** CR 2; Small Humanoid (reptilian); HD 2d10+2; hp 17; Init +2; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Atk +3 melee (1d8/19-20, longsword) or +5 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +2, Will +0; Str 10, Dex 15, Con 13, Int 11, Wis 10, Cha 12.

Skills and Feats: Climb +5, Craft (trapmaking) +2; Intimidate +3, Profession (mining) +2, Search +2; Point Blank Shot, Precise Shot, Weapon Focus (longsword).

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork chain shirt, longsword, light crossbow, 20 bolts, 7 gp.

Siratik is a confident and skilled kobold warrior, trusting her abilities to carry the day. She moves to engage likely looking warrior opponents, while sending her soldiers to engage any other enemies. If faced with likely defeat, Siratik opts to live to fight another day.

APL 4 (EL 7)

The Farmers

☛ **Werek and Kaliel:** as for Tier 1

The Kobolds

🐉 **Kobold elite, kobold War1** (5): CR ½; Small humanoid (reptilian); HD 1d8+1; hp 5 (each); Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk +1 melee (1d6-2/19-20, shortsword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0; Str 6, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +5, Move Silently +1, Profession (mining) +2, Search +2; Weapon Focus (shortsword).

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small wooden shield, shortsword, light crossbow, 10 bolts, pouch containing 4 sp.

🐉 **Kobold scouts** (2): as for Tier 1.

Giant lizards (2): CR 2; hp 22 (each); see *Monster Manual* page 198.

🐉 **Siratik, war leader, female kobold Ftr4:** CR 4; Small humanoid (reptilian); HD 4d10+4; hp 30; Init +6; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Atk +5 melee (1d8+2/19-20, longsword) or +7 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +3, Will +1.

Str 10, Dex 15, Con 13, Int 11, Wis 10, Cha 12.

Skills and Feats: Climb +6, Craft (trapmaking) +2, Intimidate +4, Profession (mining) +2, Search +2; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Masterwork chain shirt, longsword, light crossbow, 20 bolts, pouch containing 7 gp.

Siratik is a confident and skilled kobold warrior, trusting her abilities to carry the day. She moves to engage likely looking warrior opponents, while sending her soldiers to engage any other enemies. If faced with likely defeat, Siratik opts to live to fight another day.

APL 6 (EL 9)

The Farmers

🐉 **Werek and Kaliel:** as for Tier 1

The Kobolds

🐉 **Kobold bodyguards, kobold War2** (5): CR 1; Small humanoid (reptilian); HD 2d8+2; hp 11 (each); Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk +3 melee (1d6-1/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +1, Will +0.

Str 8, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +5, Intimidate +5, Listen +2, Profession (mining) +2, Search +2, Spot +2; Alertness.

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small wooden shield, shortsword, light crossbow, 10 bolts, pouch containing 12 sp.

🐉 **Kobold sneaks, kobold Rog2** (2): CR 2; Small Humanoid (Reptilian); HD 2d6+2; hp 9 (each); Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +0 melee (1d6-2/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity, evasion, sneak attack +1d6; AL LE; SV Fort +1, Ref +5, Will +0; Str 7, Dex 15, Con 12, Int 12, Wis 10, Cha 10.

SQ: Light Sensitivity (Ex) – Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Evasion (Ex): when a spell allows a Reflex save for ½ damage, the kobold takes no damage on a successful save and full damage on a failed save.

Skills and Feats: Craft (trapmaking) +8, Climb +3, Disarm Device +7, Escape Artist +7, Hide +11, Listen +7, Move Silently +7, Profession (mining) +2, Search +8, Spot +7; Alertness.

Equipment: Leather armor, shortsword, light crossbow, 10 bolts, pouch containing 8 sp.

➤ **Lizard, war (advanced giant lizard)** (2): CR 3; Medium-size Animal; HD 5d8+15; hp 37 (each); Init +2; Spd 30 ft., swim 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +7 melee (1d8+6, bite); AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4.

* In forested or overgrown areas, the Hide bonus improves to +8.

➤ **Siratik, war leader, female kobold Ftr6:** CR 6; Small Humanoid (reptilian); HD 6d10+12; hp 49; Init +6; Spd 30 ft.; AC 18 (touch 13, flat-footed 16); Atk +7/+2 melee (1d8+2/19-20, longsword) or +9 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +9, Ref +4, Will +4; Str 10, Dex 15, Con 14, Int 11, Wis 10, Cha 12.

Light Sensitivity (Ex): Kobolds suffer a –1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Skills and Feats: Climb +8, Craft (trapmaking) +2, Intimidate +5, Profession (mining) +2, Search +2; Great Fortitude, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork chain shirt, longsword, light crossbow, 20 bolts, pouch containing 7 gp.

Siratik is a confident and skilled kobold warrior, trusting her abilities to carry the day. She moves to engage likely looking warrior opponents, while sending her soldiers to engage any other enemies. If faced with likely defeat, Siratik opts to live to fight another day.

Encounter Seven

APL 2

Outside (EL 1)

🐉 **Kobolds** (2): CR 1/6; hp 2 (each); see *Monster Manual* pages 123-124.

🐉 **Kobold scout, kobold Rogi**: CR 1; Small Humanoid (reptilian); HD 1d6; hp 3; Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk -1 melee (1d6-2/19-20, shortsword) or +3 ranged (1d8/19-20, light crossbow); SA sneak attack +1d6; SQ Darkvision 60 ft., light sensitivity, sneak attack +1d6; AL LE; SV Fort +0, Ref +4, Will +0; Str 6, Dex 14, Con 11, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +6, Climb +2, Disarm Device +6, Hide +10, Listen +6, Move Silently +6, Profession (mining) +2, Search +6, Spot +6; Alertness.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Leather armor, shortsword, light crossbow, 10 bolts, pouch containing 4 sp.

Inside (EL 2)

🐉 **Kobolds** (4): CR 1/6; hp 2 (each); see *Monster Manual* pages 123-124.

🐉 **Kobold initiate, Sorri**: CR 1; Small humanoid (reptilian); HD 1d4+3; hp 5; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk -1 melee (1d6, club); SQ Darkvision 60 ft., light sensitivity; AL LE, SV Fort +0, Ref +2, Will +2; Str 6, Dex 14, Con 11, Int 11, Wis 10, Cha 14.

Skills and Feats: Concentration +4, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +4; Toughness.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Club, spell component pouch, ivory lizard's head talisman (worth 5 gp).

Spells known (5/4, Base Save DC 12): 0 – *flare, open/close, prestidigitation, ray of frost*; 1st – *mage armor, burning hands*.

Basement (EL 4)

🐉 **Kobold elite, kobold Warri** (2): CR 1/2; Small humanoid (reptilian); HD 1d8+1; hp 5 (each); Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk +1 melee (1d6-2/19-20, shortsword) or +3 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will +0; Str 6, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +5, Move Silently +1, Profession (mining) +2, Search +2; Weapon Focus (shortsword).

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather armor, small wooden shield, shortsword, light crossbow, 10 bolts, pouch containing 4 sp.

Talor-Keptal, male kobold Adp4: CR 3; Small humanoid (reptilian); HD 4d6; hp 16; Init +0; Spd 15 ft. (aged); AC 15 (touch 11, flat-footed 15); Atk +0 melee (1d6-3, club); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +1, Ref +1, Will +7; Str 4, Dex 11, Con 10, Int 12, Wis 17, Cha 14 (adjusted for old age category).

Skills and Feats: Alchemy +5, Craft (trapmaking) +3, Heal +6, Knowledge (arcana) +6, Profession (mining) +5, Search +3, Wilderness Lore +6; Brew Potion, Scribe Scroll.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Hide armor, club, moonstone worth 50 gp, lizard's head ivory holy symbol (worth 10 gp), scroll of *obscuring mist*, *potion of cure light wounds*, 2 *tindertwigs*, *smokestick*.

Spells Prepared (3/3/1; base DC = 13 + spell level): 0 – *cure minor wounds, ghost sound, light*; 1st – *cure light wounds, protection from good, sleep*; 2nd – *invisibility*.

Aged and partially enfeebled, Talor-Keptal relies on his sharp wits to keep him from harm. His scales are mottled, and he hobbles around with aid of a club he uses as a walking stick.

It is unclear what errand sent this adept out on a scouting mission, or why he decided to indulge his forces with a raid on a helpless farm. Talor-Keptal bears the ivory talisman of the Scaled Cult, a mysterious force gaining power in the

fetid fens of the Gnatmarsh. He would far sooner die than explain the meaning of the talisman, or his role in the cult. Talor-Keptal speaks Draconic and Goblin, and chooses flight or death over capture.

APL 4

Outside (EL 4)

👉 **Kobold elite** (6): as above

👉 **Kobold scout**: as above

👉 **Giant lizards** (2): CR 2; hp 22 (each); see *Monster Manual* page 198.

Inside (EL 4)

👉 **Kobold elite** (4): as above

👉 **Kobold initiates, Sor1** (2): CR 1; Small humanoid (reptilian); HD 1d4+3; hp 5; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk -1 melee (1d6, club); SQ Darkvision 60 ft., light sensitivity; AL LE, SV Fort +0, Ref +2, Will +2; Str 6, Dex 14, Con 11, Int 11, Wis 10, Cha 14.

Skills and Feats: Concentration +4, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +4; Toughness.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Club, spell component pouch, ivory lizard's head talisman (worth 5 gp).

First kobold's spells known (5/4; base DC 12 + spell level): 0 – *flare, open/close, prestidigitation, ray of frost*; 1st – *mage armor, burning hands*.

Second kobold's spells known (5/4; base DC 12 + spell level): 0 – *dancing lights, daze, mending, resistance*; 1st – *magic missile, sleep*.

Basement (EL 7)

👉 **Kobold bodyguards, kobold War2** (2): CR 1; Small humanoid (reptilian); HD 2d8+2; hp 11 (each); Init +1; Spd 30 ft.; AC 17 (touch 12, flat-footed 16); Atk +3 melee (1d6-1/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +4, Ref +1, Will +0; Str 8, Dex 13, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (trapmaking) +2, Hide +5, Intimidate +5, Listen +2, Profession (mining) +2, Search +2, Spot +2; Alertness.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Studded leather armor, small wooden shield, shortsword, light crossbow, 10 bolts, pouch containing 12 sp.

👉 **Lizard, war (advanced giant lizard)**: CR 3; Medium-size animal; HD 5d8+15; hp 37 (each); Init +2; Spd 30 ft., swim 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +7 melee (1d8+6, bite); AL N; SV Fort +7, Ref +5, Will +2; Str 18, Dex 15, Con 17, Int 2, Wis 12, Cha 2.

Skills: Climb +9, Hide +7*, Listen +4, Move Silently +6, Spot +4.

* In forested or overgrown areas, the Hide bonus improves to +8.

Talor-Keptal, male kobold Adp7: CR 6; Small humanoid (reptilian); HD 7d6; hp 27; Init +0; Spd 15 ft. (aged); AC 15 (touch 11, flat-footed 15); Atk +1 melee (1d6-3, club); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2 Ref +2 Will +8; Str 4, Dex 11, Con 10, Int 12, Wis 17, Cha 14 (adjusted for old age category).

Skills and Feats: Alchemy +8, Concentration +5, Craft (trapmaking) +3, Heal +6, Knowledge (arcana) +6, Profession (mining) +5, Search +3, Wilderness Lore +7; Brew Potion, Combat Casting, Scribe Scroll.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a daylight spell.

Possessions: Hide armor, club, moonstone worth 50 gp, lizard's head ivory holy symbol (worth 10 gp), scroll of *obscuring mist*, *potion of cure light wounds*, 2 tindertwigs, smokestick.

Spells prepared (3/3/3, base DC 13 + spell level): 0 – *cure minor wounds, ghost sound, light*; 1st – *cure light wounds, protection from good, sleep*; 2nd – *bull's strength, invisibility, web*.

Aged and partially enfeebled, Talor-Keptal relies on his sharp wits to keep him from harm. His scales are mottled, and he hobbles around with aid of a club he uses as a walking stick.

It is unclear what errand sent this adept out on a scouting mission, or why he decided to indulge his forces with a raid on a helpless farm. Talor-Keptal bears the ivory talisman of the Scaled Cult, a mysterious force gaining power in the fetid fens of the Gnatmarsh. He would far sooner die than explain the meaning of the talisman, or his role in the cult. Talor-Keptal speaks Draconic and Goblin, and chooses flight or death over capture.

APL 6

Outside (EL 7)

👉 **Kobold bodyguards** (6): as above

👉 **Kobold sneak, kobold Rogz**: CR 2; Small humanoid (reptilian); HD 2d6+2; hp 9 (each); Init +2; Spd 30 ft.; AC 16 (touch 13, flat-footed 14); Atk +0 melee (1d6-2/19-20, shortsword) or +4 ranged (1d8/19-20, light crossbow); SQ Darkvision 60 ft., light sensitivity, evasion, sneak attack +1d6; AL LE; SV Fort +1, Ref +5, Will +0; Str 7, Dex 15, Con 12, Int 12, Wis 10, Cha 10.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Evasion (Ex): when a spell allows a Reflex save for ½ damage, the kobold takes no damage on a successful save and full damage on a failed save.

Skills and Feats: Craft (trapmaking) +8, Climb +3, Disarm Device +7, Escape Artist +7, Hide +11, Listen +7, Move Silently +7, Profession (mining) +2, Search +8, Spot +7; Alertness.

Possessions: Leather armor, shortsword, light crossbow, 10 bolts, pouch containing 8 sp.

👉 **Giant lizards** (2): as above

Inside (EL 6)

Kobold bodyguards (4): as above

👉 **Kobold sorcerers Sorz** (2): CR 2; Small humanoid (reptilian); HD 2d4+3; hp 8; Init +2; Spd 30 ft.; AC 14 (touch 13, flat-footed 12); Atk -1 melee (1d6, club); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +0, Ref +2, Will +3; Str 6, Dex 14, Con 11, Int 11, Wis 10, Char 14.

Skills and Feats: Concentration +5, Craft (trapmaking) +2, Profession (mining) +2, Search +2, Spellcraft +5; Toughness.

SQ: Light Sensitivity (Ex) – Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Club, spell component pouch, ivory lizard's head talisman (worth 5 gp).

First kobold's spells known (6/5; base DC 12 + spell level): 0 – *flare*, *ghost sound*, *open/close*, *prestidigitation*, *ray of frost*; 1st – *mage armor*, *burning hands*.

Second kobold's spells known (6/5, base DC 12 + spell level): 0 – *dancing lights*, *daze*, *detect poison*, *mending*, *resistance*; 1st – *magic missile*, *sleep*.

Basement (EL 9)

👉 **Kobold bodyguards** (4): as above

👉 **Talor-Keptal, male kobold Adpro**: CR 9; Small humanoid (reptilian); HD 10d6; hp 30; Init +0; Spd 15 ft. (aged); AC 15 (touch 11, flat-footed 15); Atk +1 melee (1d6-3, club); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3 Ref +3 Will +10; Str 4, Dex 11, Con 10, Int 12, Wis 18, Cha 14 (adjusted for old age category).

Skills and Feats: Alchemy +10, Concentration +9, Craft (trapmaking) +3, Heal +6, Knowledge (arcana) +9, Profession (mining) +6, Search +3, Wilderness Lore +8; Brew Potion, Combat Casting, Scribe Scroll, Track.

Light Sensitivity (Ex): Kobolds suffer a -1 penalty to attack rolls in bright sunlight or within the radius of a *daylight* spell.

Possessions: Hide armor, club, moonstone worth 50 gp, lizard's head ivory holy symbol (worth 10 gp), scroll of *obscuring mist*, *potion of cure light wounds*, 2 tindertwigs, smokestick.

Spells Prepared (3/4/3/2; base DC 14 + spell level): 0 – cure minor wounds, ghost sound, light; 1st – cure light wounds, protection from good, sleep (x2); 2nd – bull's strength, invisibility, web; 3rd – contagion, lightning bolt.

Aged and partially enfeebled, Talor-Keptal relies on his sharp wits to keep him from harm. His scales are mottled, and he hobbles around with aid of a club he uses as a walking stick.

It is unclear what errand sent this adept out on a scouting mission, or why he decided to indulge his forces with a raid on a helpless farm. Talor-Keptal bears the ivory talisman of the Scaled Cult, a mysterious force gaining power in the fetid fens of the Gnatmarsh. He would far sooner die than explain the meaning of the talisman, or his role in the cult. Talor-Keptal speaks Draconic and Goblin, and chooses flight or death over capture.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—daze, ray of frost, read magic; 1st—mage armor, sleep.

Spellbook: 0—all of them; 1st—charm person, mage armor, magic missile, sleep, summon monster I.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—detect poison, guidance, read magic; 1st—bless, protection from evil*, shield of faith.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.